

AMENDMENTS TO THE SPECIFICATION

The Applicants request that the following paragraphs in the specification on page 9, lines 7-26 and page 8, lines 1-12 be amended as follows:

Figures 2A-2B3A-3B illustrate various team space occupation and corresponding game piece movement scenarios, in accordance with one embodiment of the invention. In each of Figures 2A-2B3A-3B, eight example game[[s]] spaces (A-H) are shown. Of the eight game spaces, four spaces are team spaces (B, C, E, H) and four spaces are action spaces (A, D, F, G). Furthermore, two action spaces (A, F) are REST spaces indicating that no action need be taken by a player, one action space is a LINESMAN'S WHISTLE space (D) directing players to choose an offensive chance card, and one action space (G) is an OFFSIDES space directing players to move their game piece backward by 5 spaces.

In Figure 2A3A, "regular" player tokens (16) are deployed on team spaces C and E and a regular opponent token (17) is deployed on team space H. Assuming the outcome of a first player's roll of a die is "2", the first player will move their game piece (18) to team space C. Because game space C is occupied by the first player's own player token (16), the first player continues to move their game piece two additional spaces as determined by the movement indicia (22) associated with team space C. Once again, because team space E is also occupied by the player's own regular token (16), the first player continues to move their game piece (18) successively forward to team space H. However, since team space H is occupied by an opponent player's regular token (17), the first player moves their game piece

successively backward to team space F, which is a REST space. At this point the first player's turn ends.

In Figure 2B3B, the same eight game spaces are shown as were illustrated in Figure 2A3A, ~~except~~except in Figure 2B3B, team space E is occupied by an opponent player's regular token (17) rather than the first player's regular token (16). As a result, at the end of the first player's turn, their game piece (18) ends up on team space B rather than four games spaces forward on team space F, as was the outcome in Figure 2A3A. Thus, it can readily be seen that the mere change of possession of a single team space can change the resulting position of a player's game piece. Additionally, because team space B is not occupied by any player tokens (e.g., is open), the first player is given the option of occupying team space B assuming they have additional player tokens remaining to be deployed.